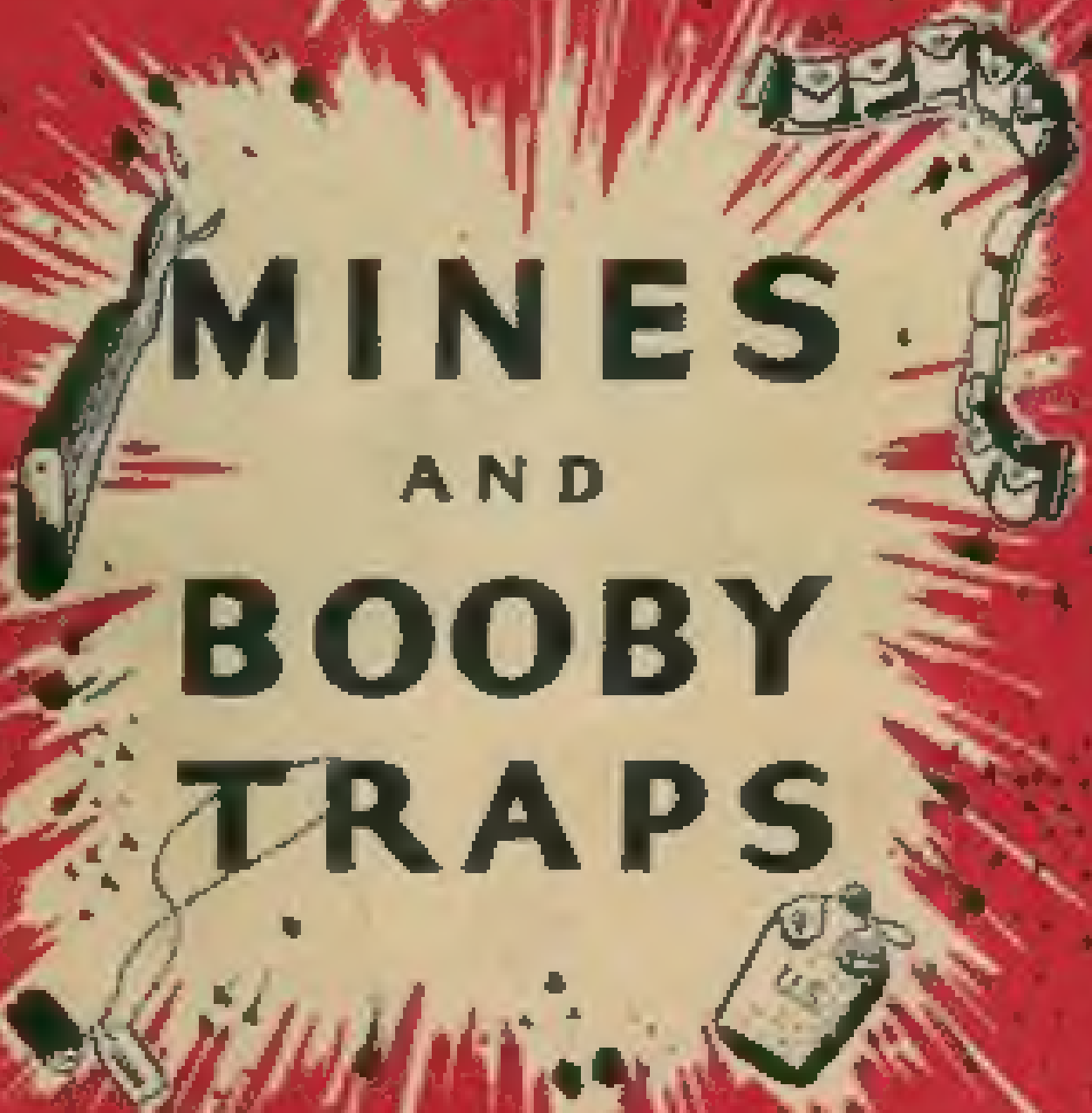
Don't get killed by

MINES AND BOOBY TRAPS



WAR DEPARTMENT PAMPHLET NO. 21-13

CONTENTS

CHAPTER ONE

WHY LEARN ABOUT MINES AND BOOBY TRAPS?

—because they KILL!

Mines and booby traps are not placed by magic; they are placed by the enemy or our own troops. They were once safe to handle, and they are always made unsafe by somebody doing something to them—removing the safety pin or compressing and latching a spring. A soldier who has had a little experience with mines can always find a way to return them to their original, safe condition.

Veterans returning from overseas say that all soldiers (yes, even WAC's) should be taught how mines work, how to identify them, and what measures to take against them.

This pamphlet is to give you something to read and study before going into territory previously occupied by the enemy. It will acquaint you with various types of mines used, how they are used, where they are used, and what to do about them.

The material for this pamphlet is taken from FM 5-31, Land Mines and Booby Traps, which should be referred to for further information on this subject.

DON'T BE CARELESS

WATCH YOUR STEP!

DON'T BE CURIOUS

CURIOSITY KILLS MORE THAN CATS

DON'T BE A SOUVENIR-GRABBER

BE SMART—LEAVE 'EM ALONE

DON'T BE FOOLHARDY

FOOLS RUSH IN, BUT ONLY ONCE

CHAPTER TWO

WHAT ARE MINES?

They are hidden DANGER!

ANTITANK MINES
are explosives that
STOP VEHICLES

ANTIPERSONNEL MINES
and **BOOBY TRAPS**
STOP PEOPLE

A **booby trap** is an explosive charge arranged so any disturbance of a seemingly harmless object sets it off. Booby traps may be prepared charges or antipersonnel mines and are used to delay, demoralize, and produce casualties.

The booby trap differs from the antipersonnel mine only in the employment by the enemy. Antipersonnel mines serve a tactical use while booby traps are used principally to scare, harass, and demoralize all our troops in captured territory. The booby trap can be quickly constructed and set up in any number of ways limited only by the ingenuity of the person setting the trap. The enemy has booby trapped practically everything including their own dead and even tombstones on our dead. The enemy has used almost every known type of ordnance equipment for booby trapping including land mines, grenades, aerial bombs, artillery shells, and weapons. The enemy preys especially on the souvenir hunter. Some ingenious booby traps include double bottom trunk, tobacco tins, parcels, ping pong balls, pistol disguised as a cane, pistol disguised as a fountain pen, devices using flashlights, devices using a pipe and devices using matchboxes. All enemy ordnance should be left entirely alone, except for marking its location and reporting it to your commander.

CHAPTER THREE

WHAT SETS THEM OFF?

YOU DO!

HERE'S *HOW*...

A mine or booby trap is set off by a fuze. When an outside force acts on the fuze, it fires the explosive in the mine. YOU apply this force in the following ways:

you step on 'em

you drive over 'em

. . . and set off a pressure fuze. The pressure causes a striker pin to hit a percussion cap; this causes the cap to go off, exploding the mine.

YOU *PULL* THINGS

. . . and set off a pull fuze. There are two common types of pull fuzes.

It may be a **PERCUSSION** fuze. The pull on the wire releases a spring-driven striker pin which hits and fires a percussion cap.

It may be a **FRICTION** fuze. A pull creates friction (like striking a match), causing a flash which fires a cap.

YOU *LIFT* THINGS

. . . and set off a **PRESSURE-RELEASE** fuze. Taking the weight off a release plate causes a spring-driven striker to hit and fire a percussion cap.

YOU *CUT* THINGS

. . . and set off a PULL or **TENSION-RELEASE** fuze. A striker pin held back by a taut wire is released when the wire is cut or pulled, setting off a percussion cap.

YOU *MOVE* THINGS

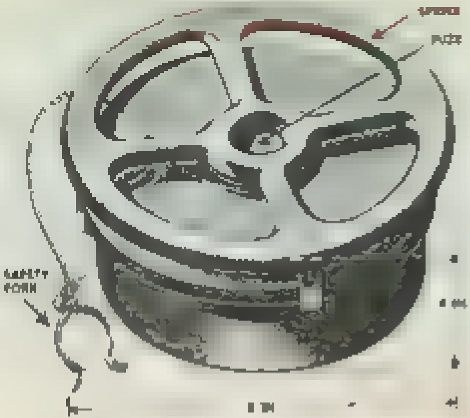
. . . and complete **ELECTRIC CIRCUIT** to fire an electric cap, setting off main charge.

CHAPTER FOUR

WHAT DO THEY LOOK LIKE?

here are a few—

U. S. ANTITANK MINE M1A1



This mine is the standard US antitank mine. It weighs about [illegible] pounds of which 6 pounds are TNT. A pressure of 500 pounds on the fuse or 250 pounds on the edge of the spider fires the mine.

To assemble the mine, remove spider and place fuze in cavity of mine body. Hook two legs of spider under lip; pass other two legs through notches and turn spider one-eighth of a turn.

To arm and bury the mine, first remove safety fork and place mine in position. Then place mine in hole and fill in so top of spider is at least one-quarter inch above original ground level. Replace sod and complete camouflage. If it must be buried with spider down, upper surface should be no more than [illegible] inch below ground surface.

To disarm the mine, [illegible] fuze. If fuze is not damaged replace safety fork. Check for booby traps and lift mine. If safety fork does not go in easily, do not attempt to remove mine by hand. Instead attach a 50 yard length of rope or wire, drag mine to safe place, and destroy with explosives.

U. S. HEAVY ANTITANK MINE M6

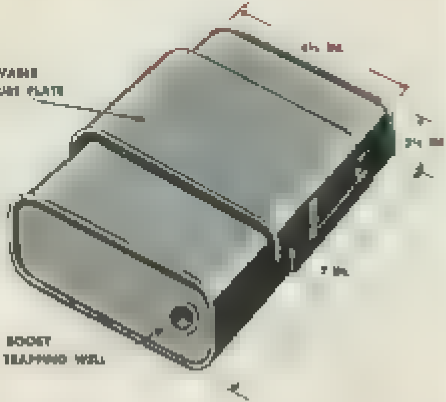
The American heavy antitank mine is the answer to the enemy's use of the heavy tank. The mine weighs 20 pounds of which 12

pounds is explosive. A weight of 300 to 400 pounds on the pressure plate fires the mine. There is a booby-trap well on the side and one on the bottom for anti-lifting devices.

To arm the mine, unscrew and remove the pressure plug on top and wipe the fuze well to make certain it is free of foreign matter. Remove the safety fork from the fuze and then insert it in the fuze cover. Replace the pressure plug with the side up that reads, ARMED, THIS SIDE UP.

To disarm the mine, unscrew and remove pressure plug, then withdraw fuze and replace safety fork on fuze. Carry mine and fuze separately.

U. S. LIGHT ANTITANK MINE M7



The light antitank mine M7 was developed for hasty mine fields laid to provide local security. The mine can be lifted and relaid as often as necessary. The mine is rectangular in shape, weighs 4½ pounds, and contains about 3 pounds of explosive. The fuze is the same as in the M6 mine and a pressure of 150 to 250 pounds will set the mine off.

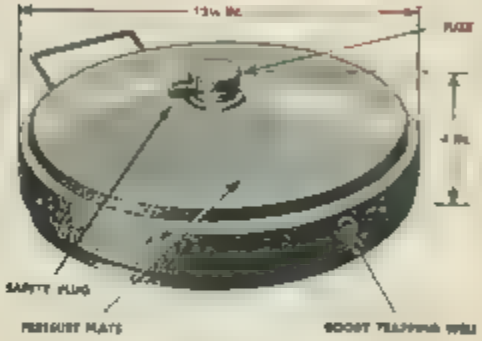
The M7 is laid with its long side across the expected direction of attack. To be effective against heavy tanks, the mines should be laid double, one on top of the other. To arm the mine, lift pressure plate and insert fuze, first making sure well is clean and free of foreign matter; then remove safety pin. Avoiding downward pressure, slide pressure plate into position. Center it over fuze with lugs on either side of mine in vertical slots of pressure plate.

When burying the mine, place it in a hole with cover and body so that face of pressure plate is not more than 1 inch below ground.

The mine has a booby-trap well on one end.

To disarm the mine, carefully search for booby traps, lift mine, and replace safety fork.

GERMAN TELLERMINE 35



he Germans have developed mine warfare to the greatest extent of any nation. he most common of their antitank mines is the **Tellermine** named after the German word **plate**. There are four types of Tellermines, each containing about 12 pounds of explosive and each weighing about 20 pounds.

All Tellermines require about 250 to 400 pounds pressure to set them off.

Also each mine has a booby-trap well on the side and bottom.

The original Tellermine, known as TMi 35, was designed at the number eighteen, ch 935. It was used extensively in Europe during the 939 1940 campaign. It has been used since then, but not as frequently as the later models.

The fuze is the brass nob on the top. It has two safeties: one that requires a coin or screw driver to turn a disk on the knob to "Safe" or "Scher" (which, the other a bolt projecting from one side of the fuze.

To arm the mine, the disk on top of the fuze is turned to "Scher!" and the safety bolt is pulled out to the side.

To disarm the mine, push the projecting safety bolt in gently. Do not force. This makes the mine safe. It is not necessary to turn the disk on top the fuze to "Scher," as this is only secondary safety used when transporting the mine.

GERMAN TELLERMINE 35 (STEEL)

GERMAN TELLERMINE 42

GERMAN TELLERMINE 43 MUSHROOM

The three later models of the Tellermine, known as the TMi 35 (Steel), TMi 42 and TMi 43 (Mushroom), have been most frequently used by the Germans.

These mines are about the same size and weight as the original model, and also have a booby-trap well on the side and on the bottom.

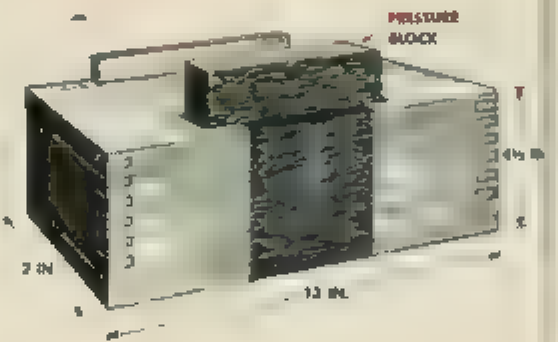
All these mines use the TMiZ 42 or TMiZ 43 fuze. Only the TMi 35 (Steel) can use the same fuze as the original Tellermine with a minor modification.

With the development of the TMiZ 43 fuze, it is no longer possible to disarm these mines by removing the fuze. The TMiZ 42 fuze is similar to TMiZ 43 except that when it is placed in the mine and the pressure plug is screwed on, a secondary shear pin is broken so that upon removal of the pressure plug the mine explodes.

These mines can be safely destroyed in place or pulled out to a convenient place with a 30-yard length of cable or rope and then destroyed.

WOODEN BOX MINE 42

[illegible]



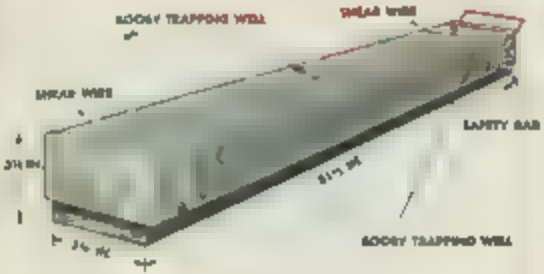
In Sicily and in Europe the Holzmine 42 is being used. It is commonly called the German wooden box mine. We can expect to find it in large quantities as it contains no critical materials and is easy to construct. The mine weighs 18 pounds of which 11½ pounds are explosives. There are enough nails and wire hooks in the mine so the mine detector can find it. The fuze in this mine is the ZZ 42 or [illegible] fuze (see p. 58) which is a common fuze used with antipersonnel mines and booby traps.

The mine is set off by a weight of 200 pounds or more moving past the pressure block. This causes the block to move downward, breaking the shearing wooden dowels, pushing out the retaining pin of the ZZ 42 fuze and setting the mine off. Booby trap wells can be easily placed on the side and bottom of the mine.

To disarm this mine, carefully unfasten and remove the lid, lift pressure block, [illegible] rotate 180°, place it so it bears on the supporting block.

This mine is tricky; only trained personnel should attempt to defuse it.

GERMAN 'RIEGEL' MINE 43



The newest German antitank mine is the SMI43, commonly called Riegel mine 43 or Sprengriegel 43 (Spr R43). The mine has three main parts: an encased charge of TNT contained in (2) a sheet-steel tray; and (3) a lid which fits over the tray and acts as a pressure

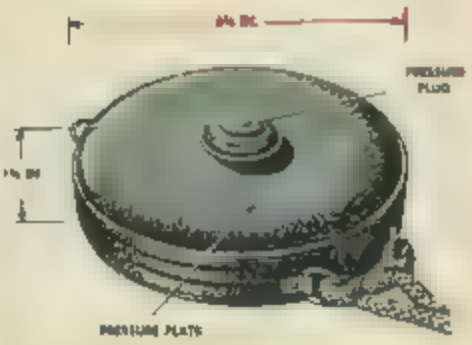
plate on the charge. The total weight of the mine is about 20 pounds, all which 9 pounds is TNT. The mine is light khaki in color. Two fuzes ZZ43 are used, one at either end of the mine.

The mine is fired either by enough pressure on the lid to shear one or both of the shear wires (2) by the tilt fuze 43 (ZZ 43), or the functioning of pull, lifting or trip-wire fuzes fitted in the five sockets provided, or by (3) remote electric control.

THIS IS AT ALL TIMES A DANGEROUS MINE TO DISARM—IT MAY BE DANGEROUS TO HANDLE IN ANY WAY. IT SHOULD ALWAYS BE DESTROYED IN PLACE.

Note: Tilt fuze 43 (ZZ 43) is like a toggle switch. The fuze is inserted in the well on top of the Riegel mine and has an antenna 2 feet long sticking up in the air. A pressure of 11½ pounds on the antenna in any direction will set the mine off. The fuze can be used with other types of mines by burying the mine upside down and placing the antenna in the booby-trap wall.

JAPANESE ANTITANK MINE TYPE 93



The Japanese antitank mine 93 is a small mine weighing only 3 pounds, of which 2 pounds is explosive. It has a tin shell and is painted olive drab. To be effective against tanks, the mines must

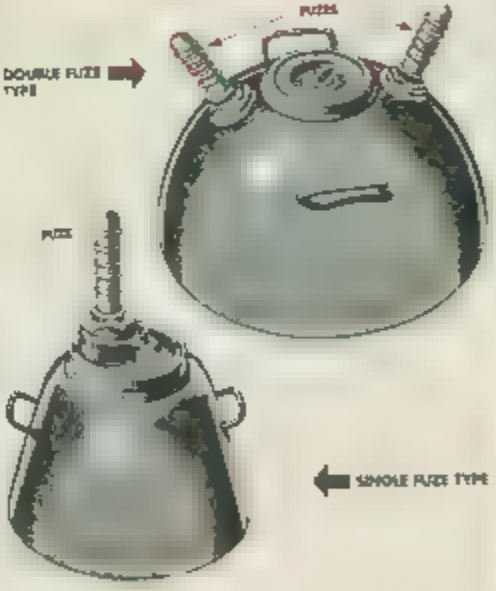
be used in groups of three and four. The mine has no booby-trap wells; the mine can be used with either of two fuzes. One fuze will set off the mine with 20 pounds pressure; the other with 250 pounds pressure.

To disarm the mine, unscrew the pressure plug and carefully unscrew the whole fuze and lift it out. If the brass safety cap is available, screw it firmly into the top of the fuze before unscrewing the fuze.

Mine sweepers have been found buried upside down with additional explosives placed beneath them to increase their effect.

We have not met the Japanese on any terrain suitable for large-scale tank warfare. Thus they have not employed as many antitank mines as have the Germans. But as we advance nearer the Japanese homeland, we can expect them to use mines more and more.

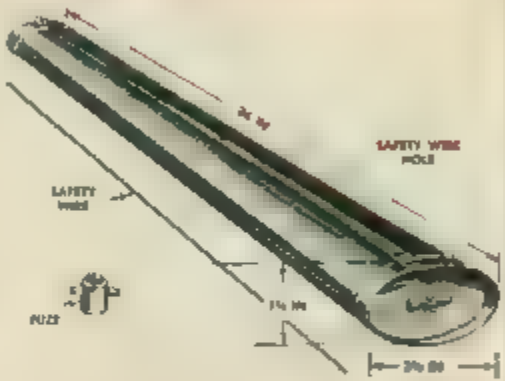
JAPANESE BEACH MINES



During our island hopping in the Pacific our Army and Marine Corps have run into the Japanese antiboat mine. These mines have been found between the fringing reefs and the high-water marks on the beaches and are designed to destroy landing craft. They have also been used in conjunction with underwater obstacles, steel or log beams fastened between the beams and obstacles to cut the trip wires.

The two types of beach mines are known as the single horn beach mine and the double horn beach mine. They both use inertia horn as fuzes which when bent or broken set off the mines. A push or pull of about 200 pounds on the horn is necessary to break the glass vial in the horn. The double horn mine weighs 106 pounds of which 46 pounds is explosive. The single-horn mine weighs 66 pounds of which 22 pounds is explosive.

JAPANESE 'YARDSTICK' MINE



This mine is called the 'Yardstick' mine because it is 36 inches long. It is primarily an anti-vehicle mine and contains four fuzes or pressure points distributed along its length hence covering more area than any earlier Japanese mine. The mine contains

eight 4-pound blocks of explosive. One end of each block is molded to fit a fuze. Two blocks placed with molded ends together completely enclose one fuze with exception of release plunger which protrudes from upper surface. Four two-block units placed end-to-end fill the case. A corrosion safety wire through one end of the case passes through all four fuzes. To arm the mine, this safety wire is pulled out from one end.

To defuse the mine, first examine for booby-trapping and then lift mine. Remove earth and rock and, gently pushing on explosive block at one end, take charge and fuze through opposite end. Do not allow fuze to drop. Place a short piece of #8 wire or small rod through safety pin hole of each fuze. If mine case is deformed, detonate mine in place by explosive.

U. S. ANTIPERSONNEL MINE M2A3

The American antipersonnel mine M2A3 is of the bounding type and when actuated by any of several methods projects a metal fragmentation shell about 6 feet into the air where it explodes. It is more deadly than a 60 mm mortar because it explodes above ground, thereby producing more casualties in a larger area.

The mine has a tube containing the propelling charge and a fused shell and a shell guide to which the primer and fuze assembly are screwed. It stands on a base plate to which the tube and pipe are welded. The fuze is the combination pull-and-pressure type requiring a pull of 3 to 6 pounds on the pull ring or a pressure of about 20 pounds on the pressure step to set it off.

To lay out an M2A3 mine, screw the fuze into the mine making sure the safety pin and safety pin ring remain in place. Then place the mine in a hole and form fragments and fasten the trip wires. Remove locking screw and carefully remove safety cotter pin. If the safety pin does not come out easily, do not force it as it is likely the fuze is replaced in which event removing the cotter pin will set the mine off prematurely.

To disarm the mine, insert safety pin in fuze and screw in locking screw. Disconnect trip wires, dig for booby traps, and lift mine.

Everyone has heard of the **Bouncing Betty**. Silent Soldier, and

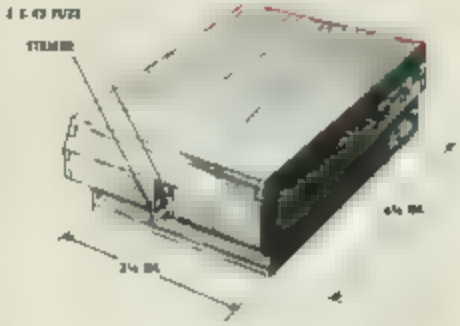
The Jumping Jack, all nicknames for the **German "S" mine** or SMi.35.

The S mine consists of two parts. The 4-inch round outer case and 2 the jumping mine case, which when set off comes up out of the ground 3 to 6 feet and explodes, sending 350 ½-inch diameter steel balls flying in all directions. The mine can be used with pressure fuze, pull type tension-release fuze or with a combination of fuzes.

Here's how it works. When the fuze is set off in any of several ways it sends a flash down the center tube, setting off a delay pellet. The propelling charge in the bottom throws the inner case upward about 3 to 6 feet, where it explodes and sends shrapnel flying in all directions.

To disarm the mine carefully uncover it to identify the fuze or fuzes and insert safety pins in the safety holes of all fuzes. After checking both ends for additional fuzes, cut any trip wires.

GERMAN SCHU-MINE 42



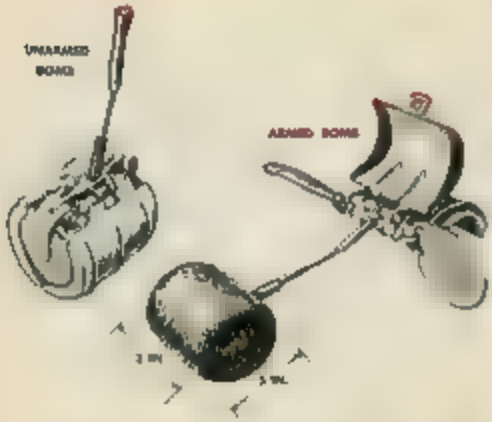
The Schu-mine was originally designed to prevent detection by the mine detector and so had no metal in it. It depends on blast rather than shrapnel to produce casualties. It is said where per sonnel will step on it and the 4-pound block of explosive will injure the person stepping on it.

The hinged cover acts as a pressure plate and a downward pressure of from 6 to 8 pounds on the lid will cause the notched cover front to force out the actuating pin in the *T43* pull fuze and set off the mine. The fuze is the same as for the Stutzmine and the charge mine 43, and is now being made of metal.

As stated previously the fuze has no safety therefore great caution must be taken when disarming the mine. To disarm it carefully lift the lid without exerting pressure and see whether the actuating pin of the fuze is still firmly in the striker. If not, destroy the mine in place with a small charge.

Before removing the mine carefully check for any anti-lifting devices on or near the mine.

GERMAN BUTTERFLY BOMB

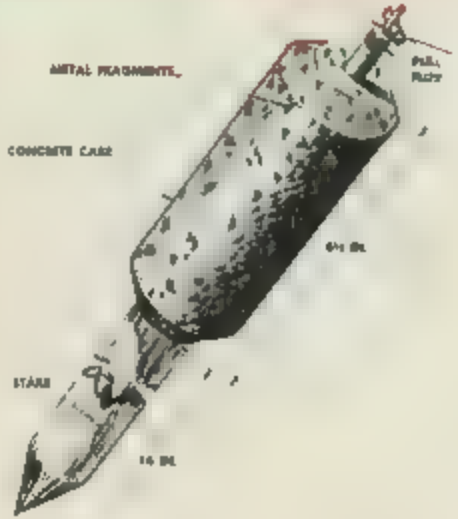


The German Butterfly Bomb is the favorite bomb used against personnel on beaches, in camps, on airfields or wherever else troops are likely to assemble

The bomb itself is 3 inches long and 3 inches in diameter having sheet metal wings actuated by a 5-inch length of wire. The bomb is red, yellow or olive green, and the wings are yellow or olive green. These bombs can be fitted with one of four different types of fuze. Two of these are made so they will detonate the bomb either in mid-air or as it hits the ground depending on their setting. The third is a delay-action fuze which will function at any time up to 30 minutes after falling. The fourth and last is an anti-handling fuze which goes off instantly when someone bumps the bomb or merely touches it. No bombs of this type should be approached for at least 30 minutes after they were dropped. Only in extreme emergency can this rule be broken. The best way to render the mechanism safe is to place a small charge as close as possible and let the explosion set the bomb off. If near buildings, planes or vehicles, carefully build sandbag walls around the bomb before exploding it.

One point to remember—place warning signs and call for a bomb disposal man.

GERMAN STOCK MINE (CONCRETE)



Another German antipersonnel mine used is the **Stock mine**, meaning stick or picket mine. The mine is a cast-concrete shell containing pieces of shrapnel. The filling is a 1 ½ pound charge of explosive.

The fuze is assembled by placing the explosive charge inside the casing and screwing the fuze and detonator into the top of the mine. This assembly is then placed on a picket projecting about 4 inches above the ground. Trip wires are fastened to the fuze.

The fuze for this mine can be either the ZZ42 or the ZZ35 pull fuze. When using the ZZ42 fuze the trip wire is fastened to the detonating pin.

To disarm the mine, twist the trip wire to the mine and identify the fuze. If the ZZ42 fuze is used, carefully hold the detonating pin in the striker while another man cuts the trip wire. If the ZZ35 pull fuze is used carefully insert a piece of stiff wire in the safety hole and then cut the wire.

FUZES---

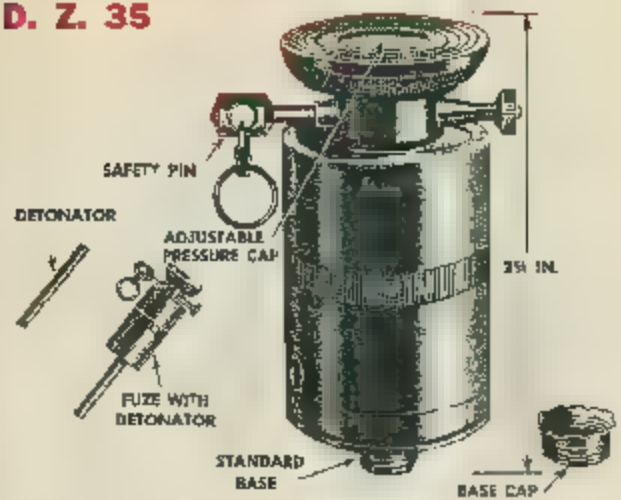
WHAT THEY ARE, HOW THEY WORK

Fuzes are like the trigger on your gun; you cock them and they are ready to fire as soon as the safety is off and the trigger is pulled. Fuzes are convenient devices for setting off charges by any one or more of several ways. Mines usually use special fuzes designed for that particular type of mine. With standard types of fuzes, any kind of antitank mine, antipersonnel mine, or booby trap can be improvised. The enemy is only limited in his ingenuity by the materials at hand. We know a great deal about the German types of fuzes and how they are employed. The Japanese have not developed or designed many types of fuzes but have made great use of their antitank mines and grenades in booby-trap setups.

All the fuzes shown here need a detonator to set the explosive charge off. These are called nonelectric blasting caps. They fit onto the fuze and the charge has a well for inserting the detonator

GERMAN PRESSURE FUZE

D. Z. 35



This pressure fuze is made in two sizes, the larger shown here requiring 130- 65 pounds to set off and the smaller size requiring only 65 pounds. The fuze is armed by removing the safety pin. To disarm, place a strong piece of wire in the safety-pin hole

FUZES—

WHAT THEY ARE, HOW THEY WORK

Fuzes are like the trigger on your gun: you cock them and they are ready to fire as soon as the safety is off and the trigger is pulled. Fuzes are convenient devices for setting off charges by any one of many of several ways. Mines usually use special fuzes designed for that particular type of mine. With standard types of fuzes any kind of ordinary mine, antipersonnel mine or booby trap can be improvised. The enemy is only limited in his ingenuity by the materials at hand. We know a great deal about the various types of fuzes and how they are employed. The Japanese have not developed or designed many types of fuzes but have made great use of their ordinary mines and grenades in booby-trap service.

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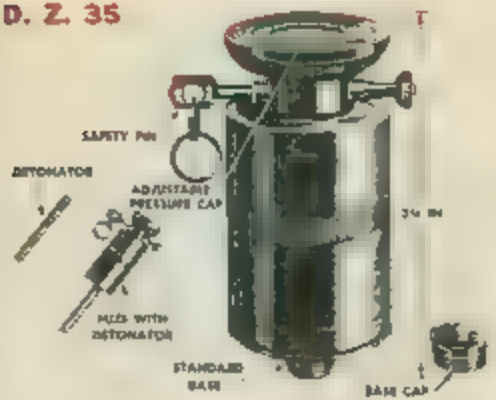
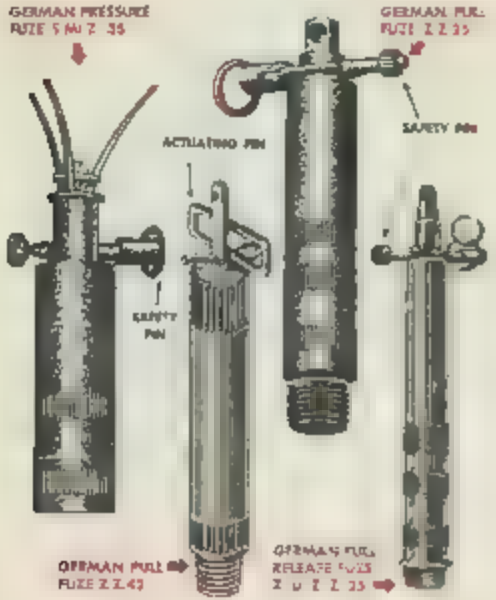
GERMAN PRESSURE FUZE

D. Z. 35



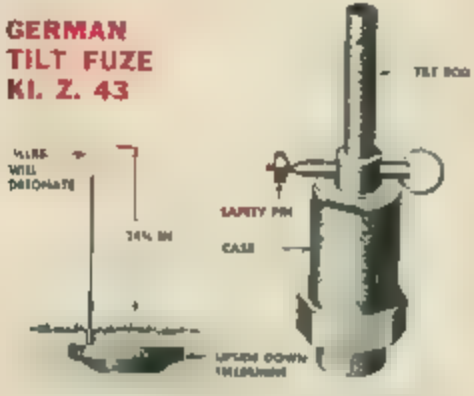
This pressure fuze is made in two sizes, the larger shown here requiring 330-65 pounds to set off and the smaller size requiring only 65 pounds. The fuze is armed by removing the safety pin. To disarm, place a strong piece of wire in the safety pin hole.



These four German fuzes are standard for antipersonnel mines, antitank mines, and for booby-trapping. The SMiZ 35 three-prong pressure fuze is normally used with the "S" mine; a pressure of about 9 pounds is required to set it off. This fuze, as are the following two types, is disarmed by spiking the safety pin or putting a stout piece of wire through the safety-pin hole. The ZZ35 pull fuze is made of brass and is used with "S" mines, to booby-trap antitank mines, and to fuze improvised explosive charges. A trip wire is fastened to the fuze striker end. The ZUZZ 35 combination pull and tension release fuze is similar in appearance to the pull fuze but is longer. If the safety pin is removed before the trip wire is taut and the safety pin hole is centered on the closing slot the fuze will go off. The fuze is armed by fastening the trip wire to the fuze drawing it taut with the safety pin is centered in the slot, and then carefully removing the safety pin. This is an extremely dangerous fuze and is seldom used. DO NOT TOUCH IT.

The ZZ42 fuze, unlike other fuzes, does not have a safety and will fire when the actuating pin is pushed or pulled out of the striker. This fuze is used in the Schu mine, the Holzmine, and the Riegel mine. To disarm the fuze simply check that the actuating pin is in the correct position and then carefully remove the fuze from the mine or charge.

GERMAN TILT FUZE KI. Z. 43



The tilt fuze 43 or Ki.Z.43 is the latest. It is designed so few wheels will the tilt rod is tilted in any direction. The fuze is intended for use on antitank mines however it is ideal for antipersonnel mines and booby traps. Only a pounds pressure on the end of the actuation rod sets it off. To disarm replace safety using a nail or heavy wire, then unscrew fuze from charge.

DO NOT TOUCH TILT ROD

GERMAN CLOCKWORK LONG-DELAY FUZE

This fuze has a clockwork assembly with a delay up to 2 days. The dials are inside the glass window. It has been used for delay charges left by the enemy around headquarters buildings, docks, airfields and power plants. The clockwork is started or stopped by turning the milled ring on its head so the red mark is at start stop or safe go. To disarm, turn the milled head so red mark is at start and screw in plug in the side of them then unscrew the whole assembly from charge.

These three grenades, the German stick grenade (potato masher), the Japanese stick grenade and Japanese pull-type hand grenade, all work on the same principle. The stick grenade is armed by unscrewing the cap on the end of the handle and then giving a pull on the ring; this draws a friction wire through a match material, causing a flame that sets off a delay powder train of about 3 to 5 seconds, which in turn sets off the detonator and main charge.

The Japanese pull-type hand grenade is armed by depressing the over-center lever and pulling on the firing string, which pulls the friction igniter through a match composition. Flame from the match composition ignites a fifty second delay powder train, setting off the explosive. It is possible to remove the delay powder from these grenades so they will detonate instantaneously when the pull string is pulled. For purpose of these grenades, carefully search for booby traps, set the grenade and then carry to a safe place and destroy by explosives.

The grenades described above are easily adapted as antipersonnel mines and booby traps. On the opposite page is a typical setup for this type of grenade as an antipersonnel mine. It is invariably used with a trip wire and is well camouflaged. It is set up by fastening the grenade to some solid object such as a tree or stake driven in the ground and tying the trip wire to the pull string in the grenade handle. The Japanese stick grenade is not readily converted into a booby trap by removal of delay train as is the German stick grenade. The fuse unit is difficult to remove and leaves obvious signs of tampering. To disarm, cut pull cord as short as possible without pulling it and place tape securely over opening.

JAPANESE
91 GRENADE

JAPANESE 89
HIGH EXPLOSIVE
SHELL

The Japanese grenades 97 and 91 are the same, except that the 97 grenade has a perforated propellant container which screws into the bore allowing the grenade to be fired from the Japanese 50-mm grenade discharger (knee mortar). As grenades they are armed the same way. The safety pin is removed and a sharp blow on the pressure cap drives the firing pin into the percussion cap, igniting a delay train which in turn sets off detonator and main charge. The delay can usually burn 4 to 7 seconds, but reports indicate the delay period is longer.

The model 89 (29) 50-mm high explosive shell is fired from a grenade discharger. The fuze is safe until the safety pin is pulled out. It is armed by set-back when shell is fired. If detents have been removed, a slight blow on the point will detonate the shell.

All of these grenades can be used for antipersonnel mines and booby traps.

The Japanese grenades 97 91 and model 89 can be employed as antipersonnel mines in any number of ways, but a sharp blow on the pressure cap is always necessary before the grenade will fire. The normal method of employing the grenades is under a pressure board. The Japanese have devised many schemes for using these grenades with trip wires. An example is shown on the opposite page. The trip wire when pulled releases the grenade so it falls far enough to cause the striker to fire the percussion cap, setting off the grenade. The model 89 grenade must have the detent removed before it can be employed in this manner. The 97 and 91 grenades can have the delay powder train removed so the grenade will fire instantaneously when the pressure cap is given a sharp blow. To disarm the 97 and 91 grenades carefully replace safety pin or short piece of wire through the safety-pin hole in the pressure cap.

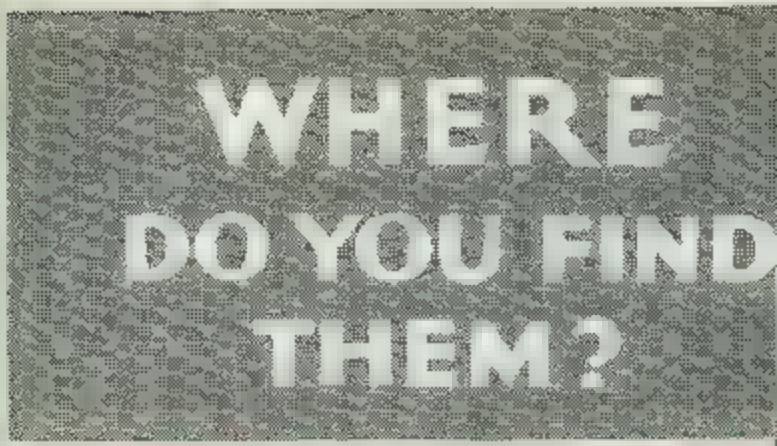
JAPANESE BOOBY TRAPS

There is no doubt that the Japanese have information on German booby traps. Captured documents also indicate that the Japanese have their own booby traps.

Many items of regular Japanese ordnance can be adapted as booby traps. The 70-mm barrage mortar shell contains seven parachute bombs projected by a time train and fixed powder charge after the shell leaves the mortar. These can be made effective booby traps for the curious or unwary soldier either as captured materiel or if found on the ground as "duds." Grenades can be used for booby-trapping. For instance, a pull-type grenade can be fastened to a dead soldier with the pull string fastened to some solid object. Moving the body will set the grenade off.

Look out for electrically detonated booby traps. Any vehicle searchlight generator light circuit, or other electrical gear can be rigged easily so the current will detonate an explosive charge.

CHAPTER FIVE



Everywhere!

JAPANESE BOOBY TRAPS

There is no doubt that the Japanese have information on German booby traps. Captured documents also indicate that the Japanese have their own booby traps.

Many items of regular Japanese ordnance can be adapted as booby traps. The 70 mm barrage rocket shell contains seven parachute bombs projected by a time fuse and fired powder charge after the shell leaves the rocket. These can be made effective booby traps for the unsuspecting soldier either as captured material or if buried in the ground as duds. Grenades can be used for booby-trapping. For instance, a pull type grenade can be fastened to a dead soldier with the pull string fastened to some solid object. Moving the body will set the grenade off.

Look out for electrically detonated booby traps. Any vehicle switchlight, generator light circuit or other electrical gear can be rigged easily so the current will detonate an explosive charge.

CHAPTER FIVE

Everywhere!

ANTITANK MINES

are found in mine fields.

in roads, and along shoulders.

ANTIPERSONNEL MINES

are found not only in antitank and antipersonnel minefields, but also—

in bivouac areas.

in wire entanglements.

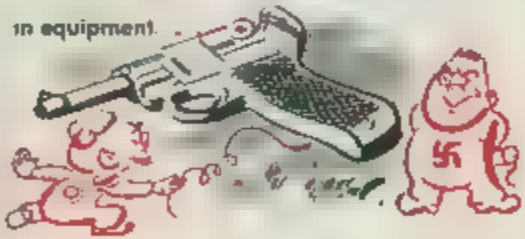
in likely routes of advance.

in obstacles

BOOBY TRAPS are found wherever the enemy has been

in mine fields.

in equipment.



in supplies.

in buildings.

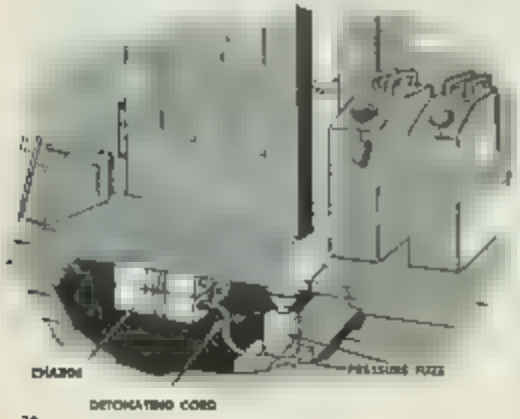
in obstacles.

In fact you'll find booby traps
in **ANYTHING** the enemy
thinks you'll touch!

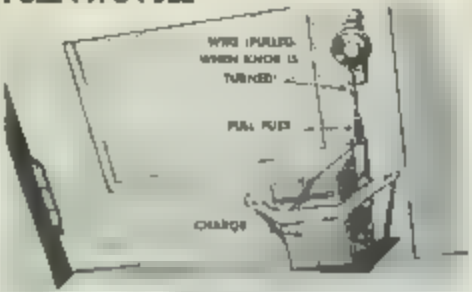
BOOBY TRAPS

Have the same pressure, pull, and release type devices as our personnel mines, but all sorts of schemes are used to set them off. Here are the more common ways of setting booby traps.

PRESSURE-TYPE FUZE

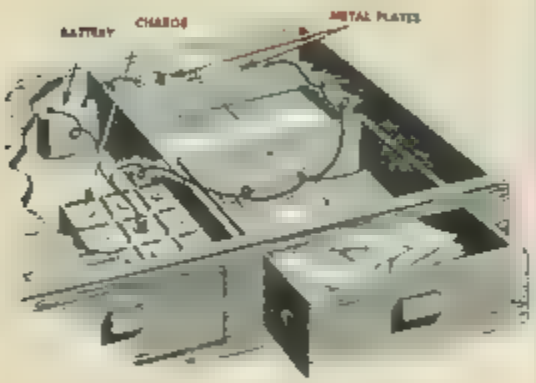


PULL-TYPE FUZE



RELEASE-TYPE FUZE

ELECTRIC-CIRCUIT TYPE



Wires or plates are brought into contact completing an electric current which sets off an explosive charge. Batteries or current are necessary.

CHAPTER SIX

WHAT DO YOU DO ABOUT THEM?

You do and you don't!

What does the enemy want you to do?

He wants you to stop advancing.

He wants you to be confused.

He wants you to be afraid.

Don't play into his hands!

Believe all warnings. Stay in areas that are marked safe. Stay on roads and do not try to find a short cut. It doesn't pay.

If you have to go over ground that has not been cleared, carefully prod a path with your bayonet. Prod by pushing your bayonet into the ground at an angle. Do not jab, that might set off a Schu mine. As you move forward, feel for trip wires. When you find any kind of a mine, try to find a way around. If you must remove the mine, get a 50-yard length of rope or signal cable, carefully tie onto the mine or trip wire, take a prone position at the far end of the line, warn all others in the vicinity to take cover, and pull out the mine.

Stay in marked lanes


Prod
in unmarked areas!


Remove — with ropes!

Don't let this happen to you!

What you DO-

1. Look where you're going.
2. Look at both ends of a wire before you touch it.
3. When you find a mine or booby trap, mark it, and report it to an officer or NCO.
4. Sandbag the driver's compartment of all vehicles.
5. Be especially careful at buildings and at road junctions, turnouts, parking areas, defiles, water points, and bypasses around road blocks and blown bridges.
6. Carry a 50-yard length of rope or signal cable in all vehicles.
7. Learn and observe Nieve marking signs.

Red triangle used on fences marking boundaries of mine fields.

Pointed on both sides, used for marking safe lanes.

White mine markers placed over individual mines.

What you DON'T do—

1. Don't cut a taut wire, don't pull a slack one.
2. Don't attempt to disarm or remove a mine or booby trap unless you are trained to do so.
3. Don't move or touch abandoned vehicles, supplies, and equipment.
4. Don't drive or walk in areas not marked clear of mines.
5. Do not stand on running boards of vehicles.
6. Don't open doors or windows without first examining both sides.

WAR DEPARTMENT,
Washington 25, D. C., 17 November 1944

War Department Pamphlet No. 21–23, Mines and Booby Traps, is published for the information and guidance of all concerned.

[illegible]

By order of the Secretary of War:

G. C. MARSHALL,
Chief of Staff.

Official:

J. A. ULIO,
Major General,
The Adjutant General.

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